SPECIAL DOUBLES

After Overcall: Penalty ☐ _____
Negative ■ thru _____ 4♥
Responsive ■ : thru 4♥ Maximal ■
Support: Dbl. ■ thru 3 Level Redbl ■
Card-showing ■ Min. Offshape T/O ☐
_____

SIMPLE OVERCALL

1 level 7 to 18 HCP (usually)
often 4 cards ☐ very light style ☐

Responses
New Suit: Forcing ☐ NFConst ■ NF ☐
Jump Raise: Forcing ☐ Inv. ■ Weak ■
JQ=mixed raise, JS is forcing

JUMP OVERCALL

Strong ☐ Intermediate ☐ Weak ■
_____

OPENING PREEMPTS

	Sound	Light	Very Light
3/4-bids	☐	■	☐

Conv./Resp. _____

DIRECT CUEBID

OVER:	Minor	Major
Natural	☐	☐
Strong T/O	☐	☐
Michaels	■	■

SLAM CONVENTIONS Gerber ■: 4NT: Blackwood ☐ RKC ■ 1430 ☐

Redwood Kickback Exclusion
4♣ over preempt - Baby RKC 01122 (and 3♣-4♦)
  vs Interference: DOPI ■ DEPO ■ Level: _____ ROPI ☐

LEADS (circle card led, if not in bold)

versus Suits		versus Notrump	
X X	x x (x) x	X x	X (x) (x) (x)
x x X	x x x x X (x)	X x x	x (x) x (X) x
(A)(K) x	T 9 x	(A) K J x	A Q J x
K Q x	K J T x	A J (T) 9	A T (9) x
Q J x	K T 9 x	K (Q) J x	(K) Q T 9
J T 9	Q T 9 x	Q (J) T x	Q T (9) x
K Q T 9	J (T) 9 x	J (T) 9 x	T (9) x x

LENGTH LEADS:

4th Best   vs SUITS ☐ vs NT ■
3rd/5th Best   vs SUITS ■ vs NT ☐
Rusinow vs NT
10,9 in the middle of a hand (not mandatory)

Primary signal to partner's leads
Attitude ■ Count ☐ Suit preference ☐

SPECIAL CARDING ☐ PLEASE ASK

NOTRUMP OVERCALLS

Direct: 15 to 18 Systems on ■
Conv. ☐ _____
Balancing: 11 to 16
Jump to 2NT: Minors ☐ 2 Lowest ■
Conv. ☐ Range Stayman

DEFENSE VS NOTRUMP

vs:	Strong	Weak
2♣	♥+♠	♥+♠
2♦	♥ or ♠	♥ or ♠
2♥	♥+♣/♦	♥+♣/♦
2♠	♠+♣/♦	♠+♣/♦

Dbl: 4-card M+5+m Penalty 15+
Other _____

OVER OPP'S T/O DOUBLE

New Suit Forcing: 1 level ■ 2 level ☐
Jump Shift: Forcing ☐ Inv. ☐ Weak ■
Redouble implies no fit ☐

2NT Over	Limit+	Limit	Weak
Majors	■	☐	☐
Minors	☐	■	☐
Other			

VS Opening Preempts Double Is

Takeout ■ thru 4♥ Penalty ☐
Conv. Takeout: _____
Lebensohl 2NT Response ■
Other: by UPH Scramble by PH

DEFENSIVE CARDING

	vs SUITS	vs NT
Standard:		
Except ☐		
Upside-Down:		
count	■	■
attitude	■	■

FIRST DISCARD
Lavinthal	☐	☐
Odd/Even	☐	☐
		☐

OTHER CARDING
Smith Echo	☐	■
Trump Suit Pref.	■	☐
Foster Echo	☐	☐

NAMES Bill Pettis & Ai-Tai Lo

GENERAL APPROACH

2 Over 1 Game Forcing
Two Over One: Game Forcing ■ Game Forcing Except When Suit Rebid ☐
VERY LIGHT: Openings ☐ 3rd Hand ☐ Overcalls ☐ Preempts ☐
FORCING OPENING: 1♣ ☐ 2♣ ■ Natural 2 Bids ☐ Other ☐ _____

NOTRUMP OPENING BIDS

1NT
14+ to 17
to
5-card Major common ■
System on over x,2♣
2♣ Stayman ■ Puppet ☐
2♦ Transfer to ♥ ■
   Forcing Stayman ☐
2♥ Transfer to ♠ ■
2♠ size check / ♣
2NT ♦ 3♦ =accept

3♣ Puppet
3♦ 5-5+ ♣+♦ GF
3♥ 31(54)
3♠ 13(54)

4♦ , 4♥ Transfer ■
Smolen ■
Lebensohl ■ (Fast denies)
Neg. Double ■:2/3 level
Other:

2NT 19+ to 21
Puppet Stayman ■
Transfer Responses:
Jacoby ■ Texas ■
3♠   Minors
_____

3NT _____ to _____

Conventional NT Openings
Gambling 3N 1st/2nd
w/o side A or K

MAJOR OPENING

Expected Min. Length	4	5
1st/2nd	☐	■
3rd/4th	■	☐

RESPONSES
Double Raise: Force ☐ Inv. ■ Weak ☐
After Overcall: Force ☐ Inv. ■ Weak ■
Conv. Raise: 2NT ■ 3NT ☐ Splinter ■
Other: _____
1NT: Forcing ■ Semi-forcing ☐
2NT: Forcing ■ Inv. ☐ _____ to _____
3NT: _____ to _____
Drury ■ : Reverse ■ 2-Way ■ Fit ■
Other: over x: xfer starting from 2♣
       over x: 3M-1 is mixed

MINOR OPENING

Expected Min. Length	4	3	NF 0–2 Conv.
1♣	☐	■	■ ☐
1♦	■	■	■ ☐

RESPONSES
Double Raise: Force ☐ Inv. ☐ Weak ■
After Overcall: Force ☐ Inv. ☐ Weak ■
Forcing Raise: J/S in other minor ☐
Single raise ■ Other: _____
Frequently bypass 4+ ♦ ■
1NT/1♣ 7 to 10
2NT Forcing ■ Inv. ☐ 13 to 15-
3NT: 15+ to 17
Other _____

2-level openings

			DESCRIBE	RESPONSES/REBIDS
2♣	___to___ HCP		21(22)+ HCP or	Modified Kokish
	Strong ■ Other ☐			
	2♦ Resp: Neg ☐ Waiting ■		9+ tricks	2nd negative
2♦	4 to 10 HCP			Modified Ogust
	Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐			2NT Force ■ New Suit NF ■
2♥	4 to 10 HCP			2NT Force ■ New Suit NF ■
	Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐			
2♠	4 to 10 HCP			2♠-3♥ is forcing
	Natural: Weak ■ Intermediate ☐ Strong ☐ Conv. ☐			2NT Force ■ New Suit NF ■

OTHER CONV. CALLS: New Minor Forcing:☐ 2-Way NMF ■

Weak Jump Shifts: In Comp. ■ Not in Comp. ☐ NMF by PH/against overcall in comp
4th Suit Forcing: 1 Rd. ☐ Game ■
1m-2♥ is balanced 11-12, 1m-2♠ is a mixed raise, 1♥-2♠ is inv. in ♦
U vs. U, non-serious 3NT in 2/1 and Jocoby auctions, Xfter Lebensohl
DONT runout after 1NT penalty X 3M-1 (one under) is always mixed